

Amendments to the Claims:

All of the claims are set forth herein with the current status of each noted and the currently amended claims showing the changes made therein. This listing of claims will replace all prior versions and listings of claims in the application:

Listing of Claims:

1. (previously presented): An input system comprising:

a first input device for specifying a position on a display screen, which is connected to a computer for executing an application program and for displaying a processing object area of the application program on the display screen;

a second input device differing from said first input device;

an instruction set for instructing a change in a display state of the processing object area on the display screen, in response to an operation of said second input device;

wherein said instruction set includes an emulator generating an instruction signal compatible with the application program executed by the computer, and wherein the instruction signal is responsive to an operation of said second input device.

2. (Original): The input system of claim 1, wherein said instruction set instructs a change of a relative position of the processing object area with respect to the display screen in response to an operation of said second input device.

3. (Original): The input system of claim 1, wherein said instruction set instructs a change of a display magnification ratio of the processing object area displayed on the display

screen in response to an operation of said second input device.

4. (Original): The input system of claim 1, wherein said instruction set instructs a change of a display size of an object contained within the processing object area displayed on the display screen in response to an operation of said second input device.

5. (Original): The input system of claim 1, wherein said instruction set instructs an editing process for the processing object area displayed on the display screen in response to an operation of said second input device.

6. (previously presented): The input system of claim 1, wherein said emulator instruction signal is responsive to an operation of said first input device occurring simultaneously with an operation of said second input device.

7. (Original): The input system of Claim 1, wherein said first input device is selected from the group consisting of a mouse, a trackball, a touch pad and a pen tablet.

8. (previously presented): The input system of Claim 7, wherein said second input device is selected from the group consisting of a scroll wheel, a trackball, a touch pad, a key switch and a combination input device.

9. (Original): The input system of Claim 8, wherein said combination input device comprises a wheel operation section, a ball operation section, and a key switch operation

section containing a plurality of key switches thereon.

10. (Original): The input system of Claim 1, wherein said second input device is selected from the group consisting of a scroll wheel, a trackball, a touch pad, a key switch and a combination input device.

11. (Original): The input system of Claim 10, wherein said combination input device comprises a wheel operation section, a ball operation section, and a key switch operation section containing a plurality of key switches thereon.

12. (Original): The input system of Claim 1, wherein a third input device, differing from the first and second input devices, is connected to the computer.

13. (Original): The input system of Claim 12, wherein said third input device is a keyboard.

14. (Original): The input system of Claim 12, wherein a fourth input device, differing from the first, second and third input devices, is connected to the computer.

15. (Original): The input system of Claim 14, wherein said fourth input device is a keyboard.

16. (previously presented): A program for causing a computer, to which a first input

device for specifying a position on a display screen and a second input device differing from said first input device are connected, for executing an application program in accordance with instructions received from the first and second input devices, and for displaying the processing object area of the application program on the display screen, to execute a display state changing process for changing the display state of the processing object area on the display screen in response to an operation of the second input device

wherein said program comprises an emulator generating an instruction signal compatible with the application program executed by the computer, and wherein the instruction signal is responsive to an operation of said second input device.

17. (Original): The program of claim 16, further comprising a step of performing a process of changing a relative position of the processing object area with respect to the display screen in response to an operation of the second input device.

18. (Original): The program of claim 16, further comprising a step of performing a process of changing a magnification ratio of the processing object area displayed on the display screen in response to an operation of the second input device.

19. (Original): The program of claim 16, further comprising a step of performing a process of changing a display size of an object contained in the processing object area displayed on the display screen in response to an operation of the second input device.

20. (Original): The program of claim 16, further comprising a step of instructing the

computer to perform an editing process in the processing object area displayed on the display screen in response to an operation of the second input device.

21. (Original): The program of Claim 16, further comprising a step of generating a signal compatible with the application program in response to an operation of the second input device.

22. (Original): A recording medium having stored thereon a program as in claim 16.

23. (previously presented): A computer storage device, comprising:
a storage medium with programs and data associated with the programs stored thereon, the programs and data readable by a central processing unit in a computer;
said programs causing a computer, to which a first input device for specifying a position on a display screen and a second input device differing from said first input device are connected, for executing an application program in accordance with instructions received from the first and second input devices, and for displaying the processing object area of the application program on the display screen, to execute a display state changing process for changing the display state of the processing object area on the display screen in response to an operation of the second input device

wherein said program includes an emulator generating an instruction signal compatible with the application program executed by the computer, and wherein the instruction signal is responsive to an operation of said second input device ; and

a recording medium for recording said programs and data onto the storage medium.

24. (currently amended): A method for instructing a change in a display state of a processing object area on a display screen connected to a computer, to which a first input device for specifying a position on the display screen and a second input device differing from said first input device, are connected, comprising the steps of:

executing an application program in accordance with instructions input from the first and second input devices;

controlling the first input device with a user's favored hand;

controlling the second input device with the user's non-favored hand;

displaying the processing object area of the application program on the display screen;

and

executing a display state changing process by generating an instruction signal compatible with the application program for changing the display state of the processing object area on the display screen in response to an operation of the second input device with the user's non-favored hand.

25. (Original): The method of claim 24, further comprising:

instructing a change of a relative position of the processing object area with respect to the display screen in response to an operation of the second input device.

26. (Original): The method of claim 24, further comprising:

instructing a change of a display magnification ratio of the processing object area displayed on the display screen in response to an operation of the second input device.

27. (Original): The method of claim 24, further comprising:

instructing a change of a display size of an object contained within the processing object area displayed on the display screen in response to an operation of the second input device.

28. (Original): The method of claim 24, further comprising:

instructing an editing process for the processing object area displayed on the display screen in response to an operation of the second input device.

29. (Original): The method of claim 24, further comprising:

generating an instruction signal compatible with the application program executed by the computer, wherein the instruction signal corresponds to an operation of the second input device.

30. (previously presented): A computer system, comprising:

a computer;

a display screen connected to said computer, wherein a processing object area of an application program usable by said computer is displayed on said display screen;

a first input device connected to said computer, said first input device for specifying a position on said display screen;

a second input device connected to said computer, said second input device differing from said first input device;

an instruction set for instructing a change in a display state of the processing object area of the application program on said display screen in response to an operation of said second input device; and

wherein said instruction set includes an emulator generating an instruction signal compatible with the application program executed by the computer, and wherein the instruction signal is responsive to an operation of said second input device.